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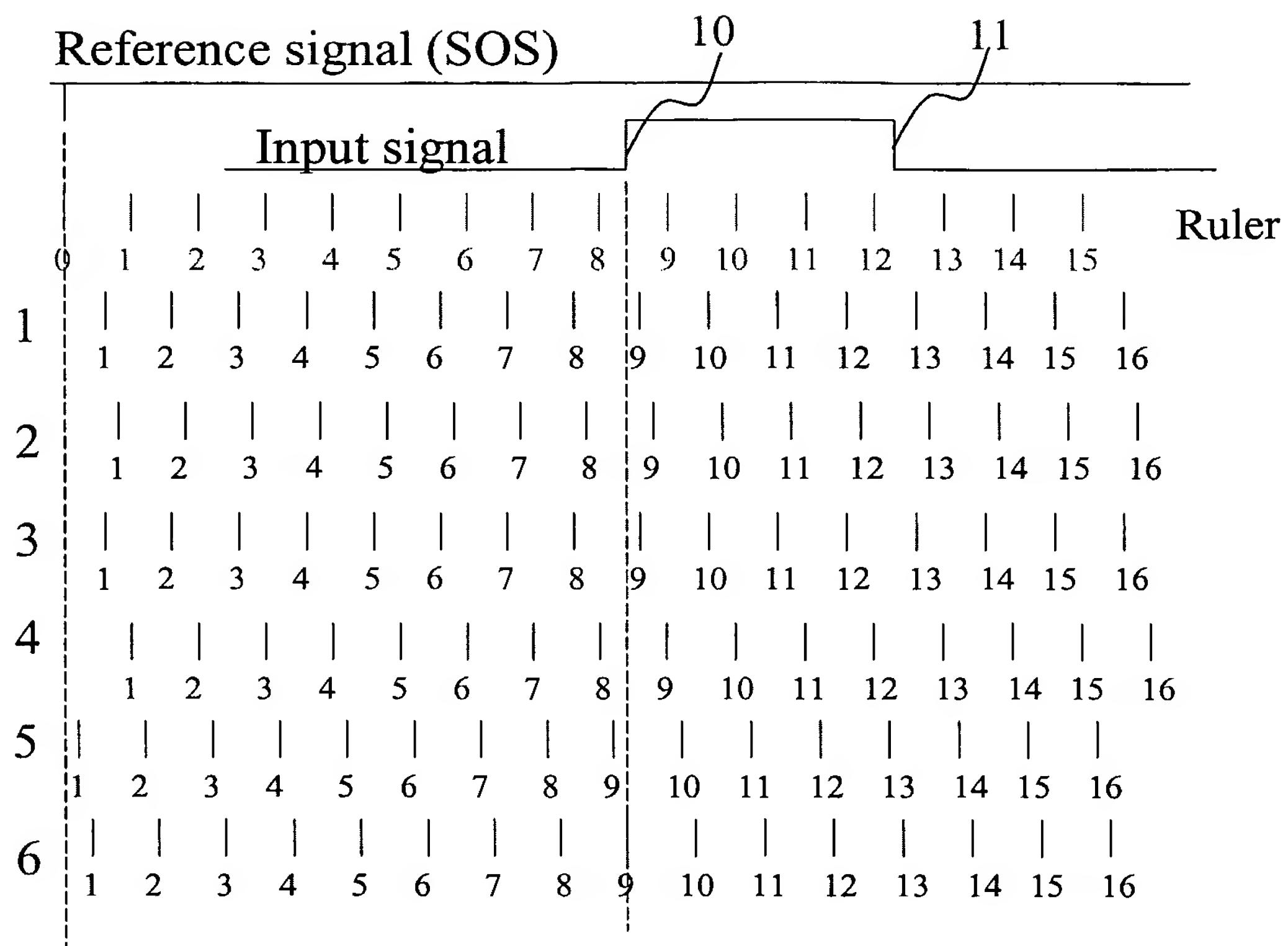


Fig. 1

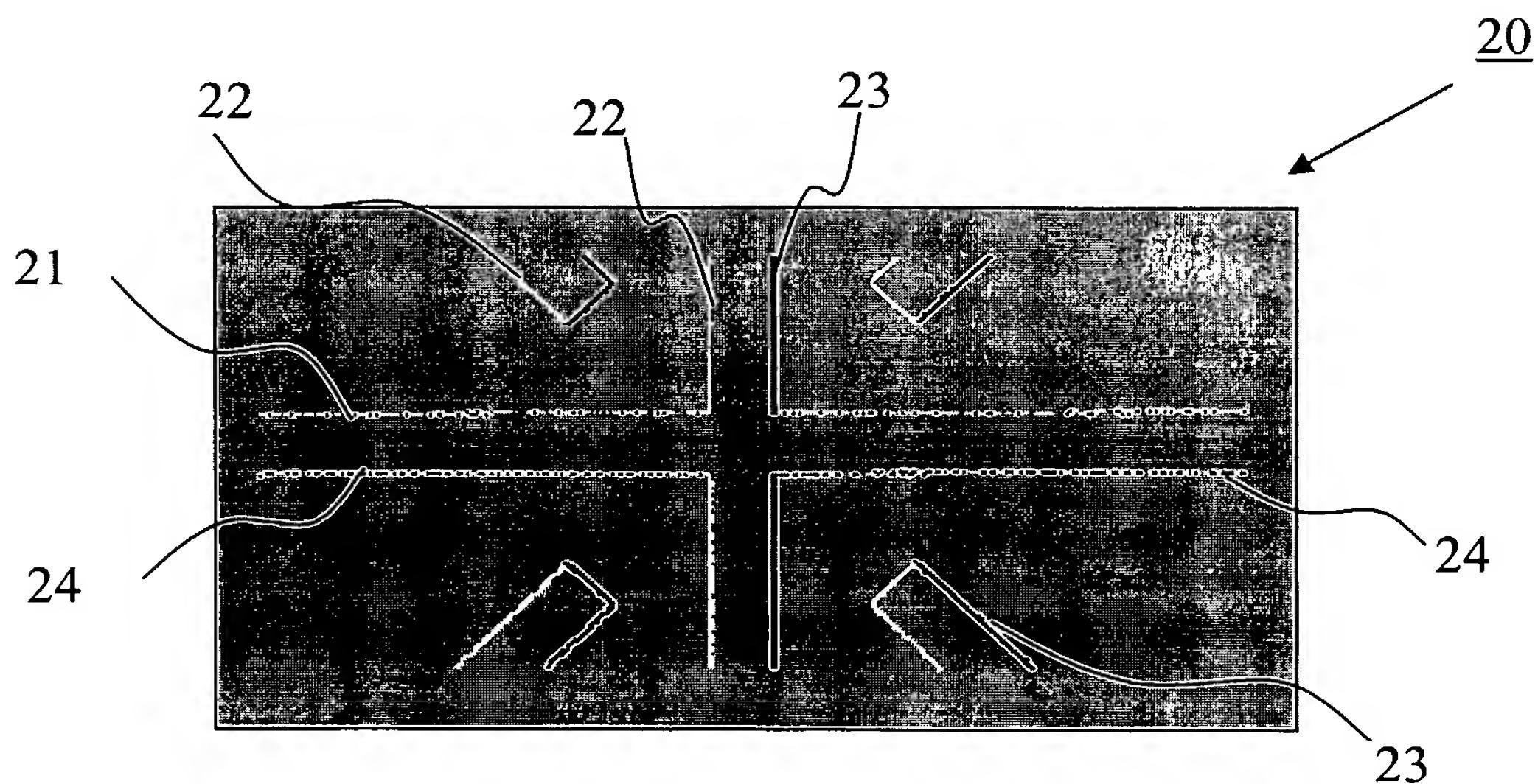
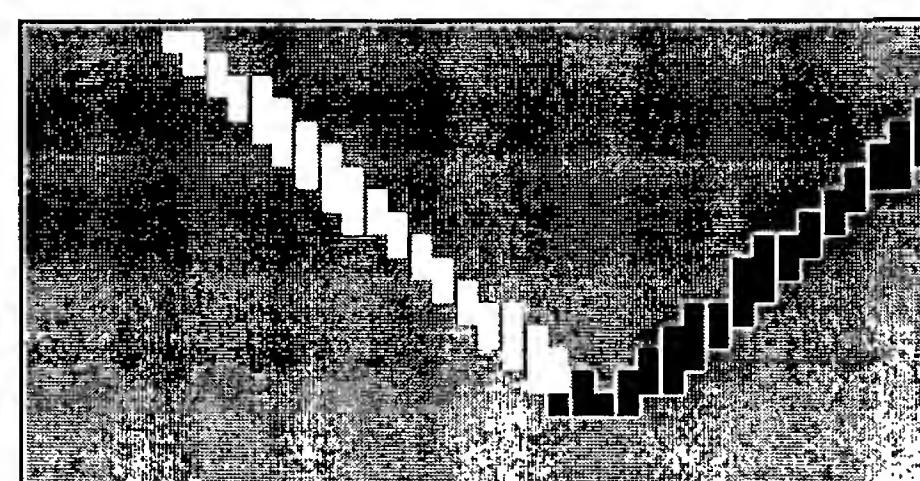
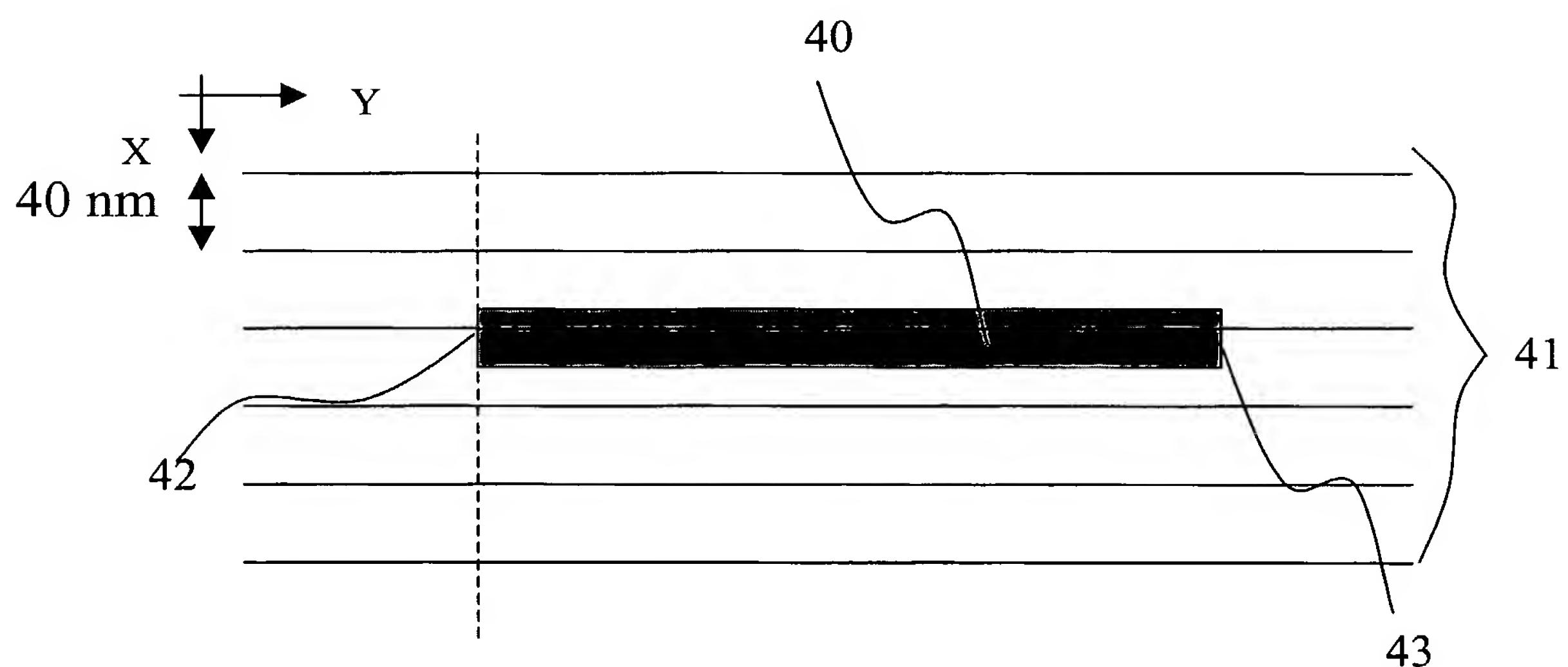
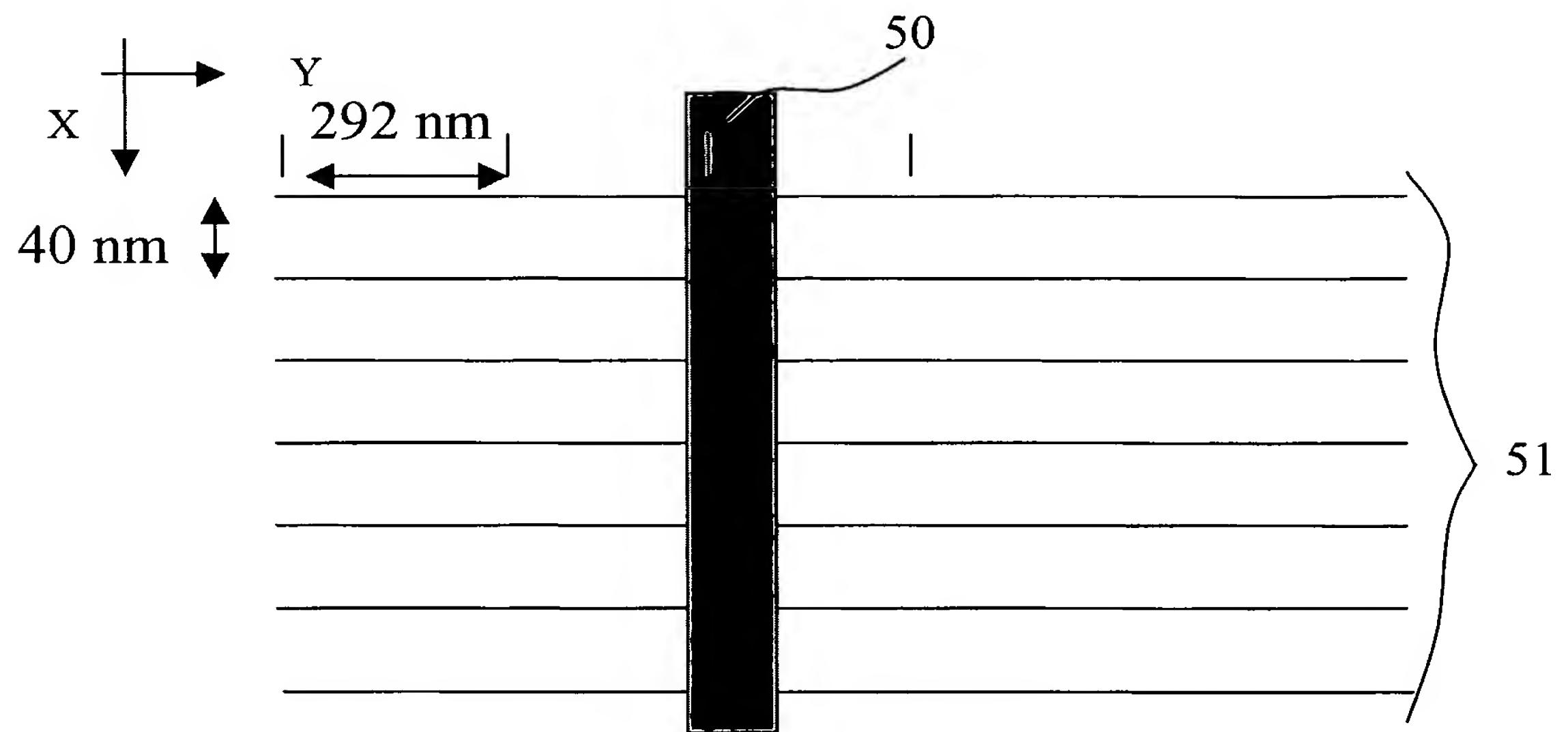
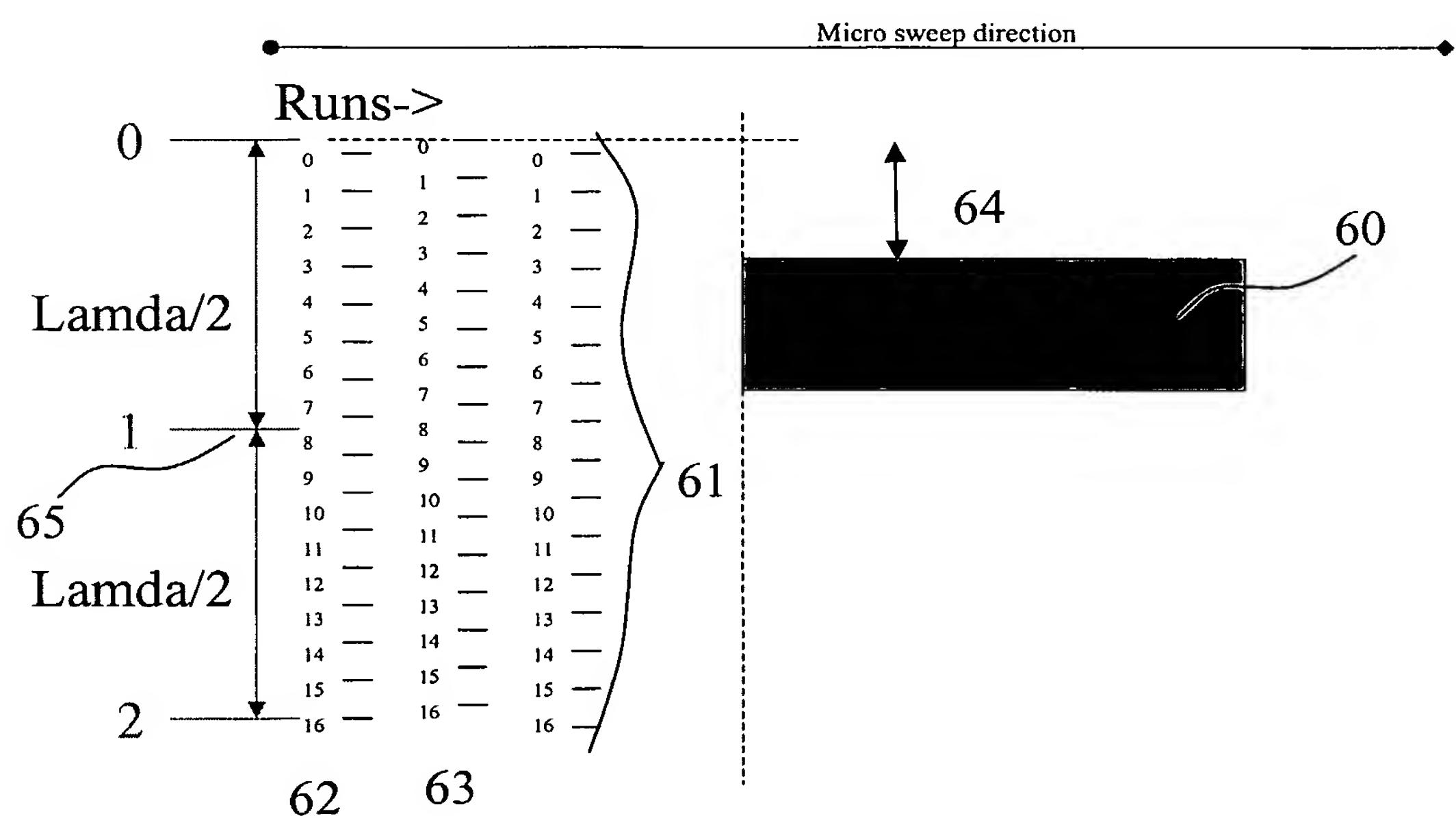


Fig. 2

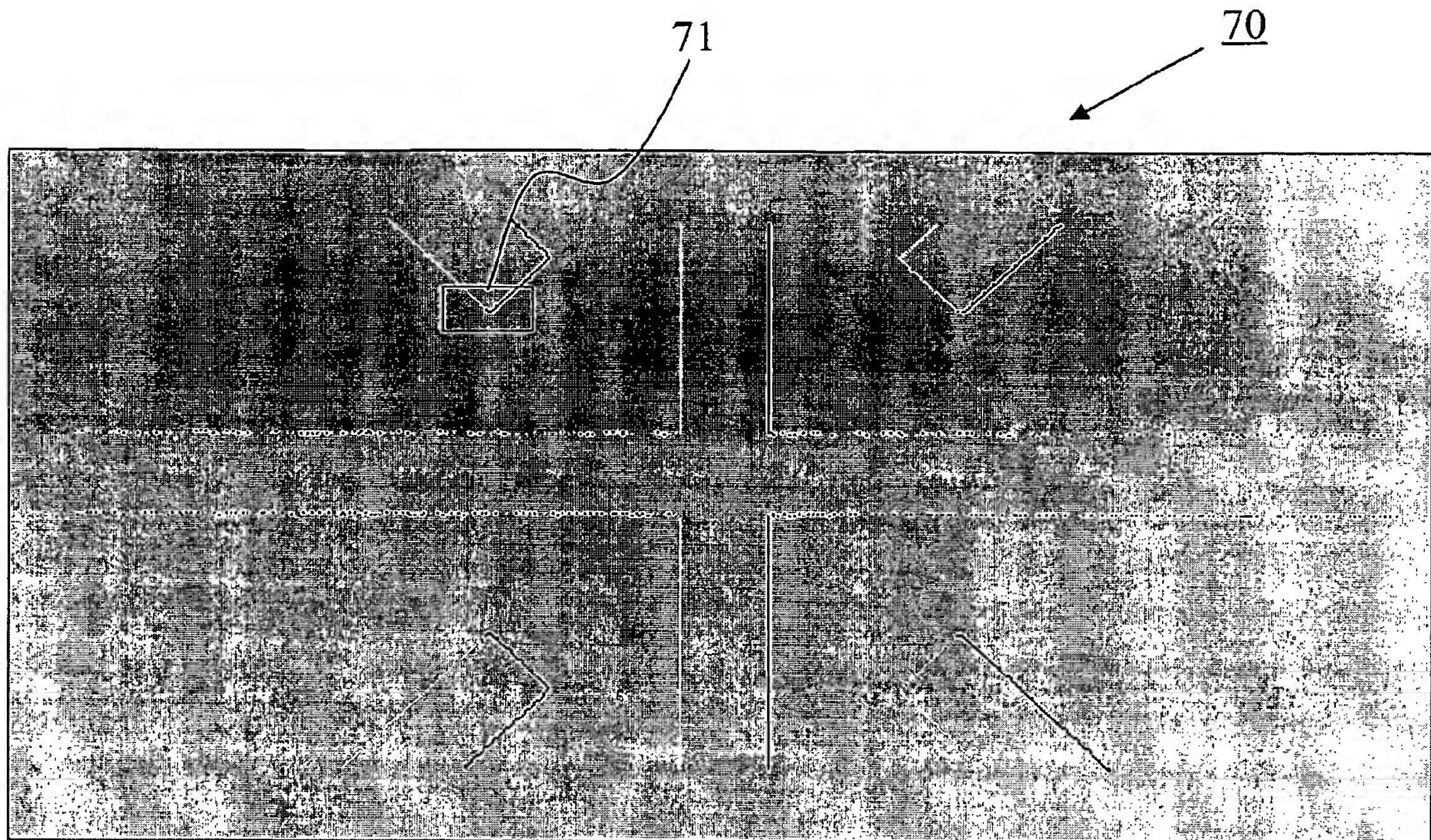
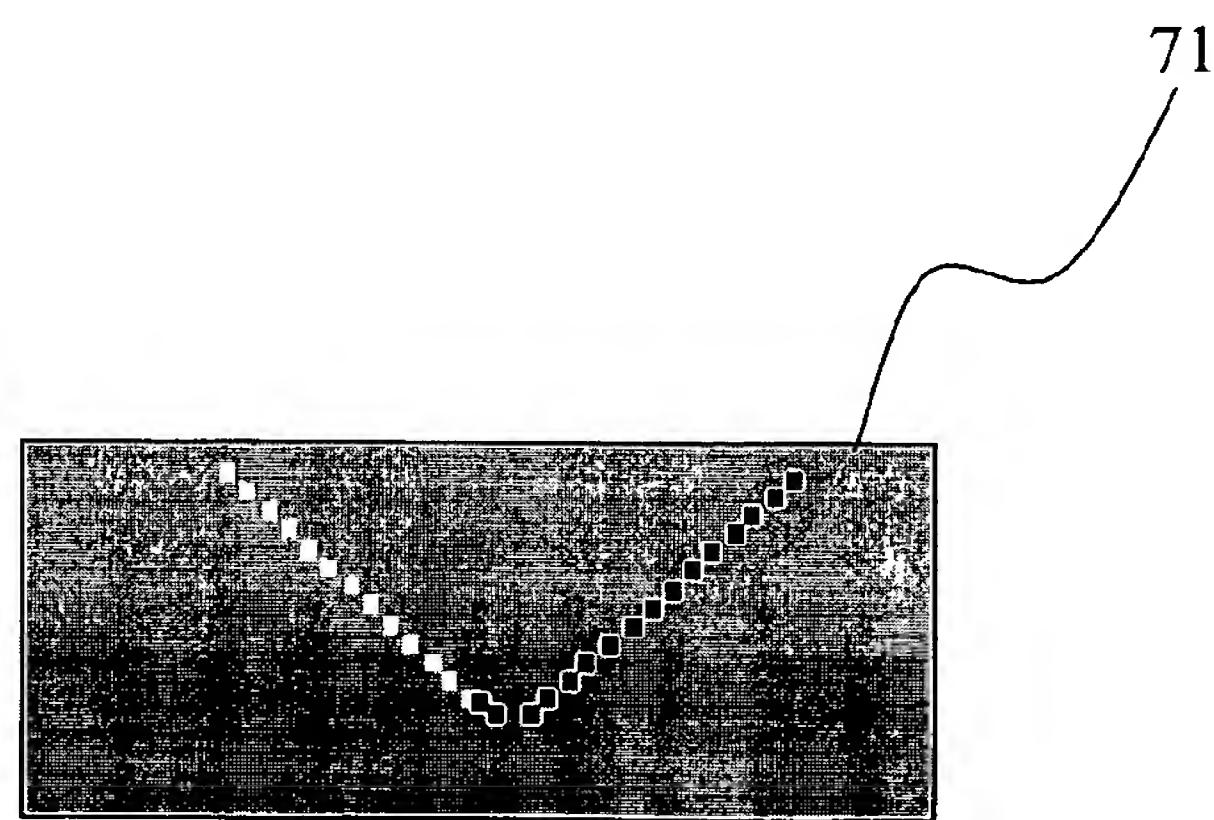
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**Fig. 3****Fig. 4**

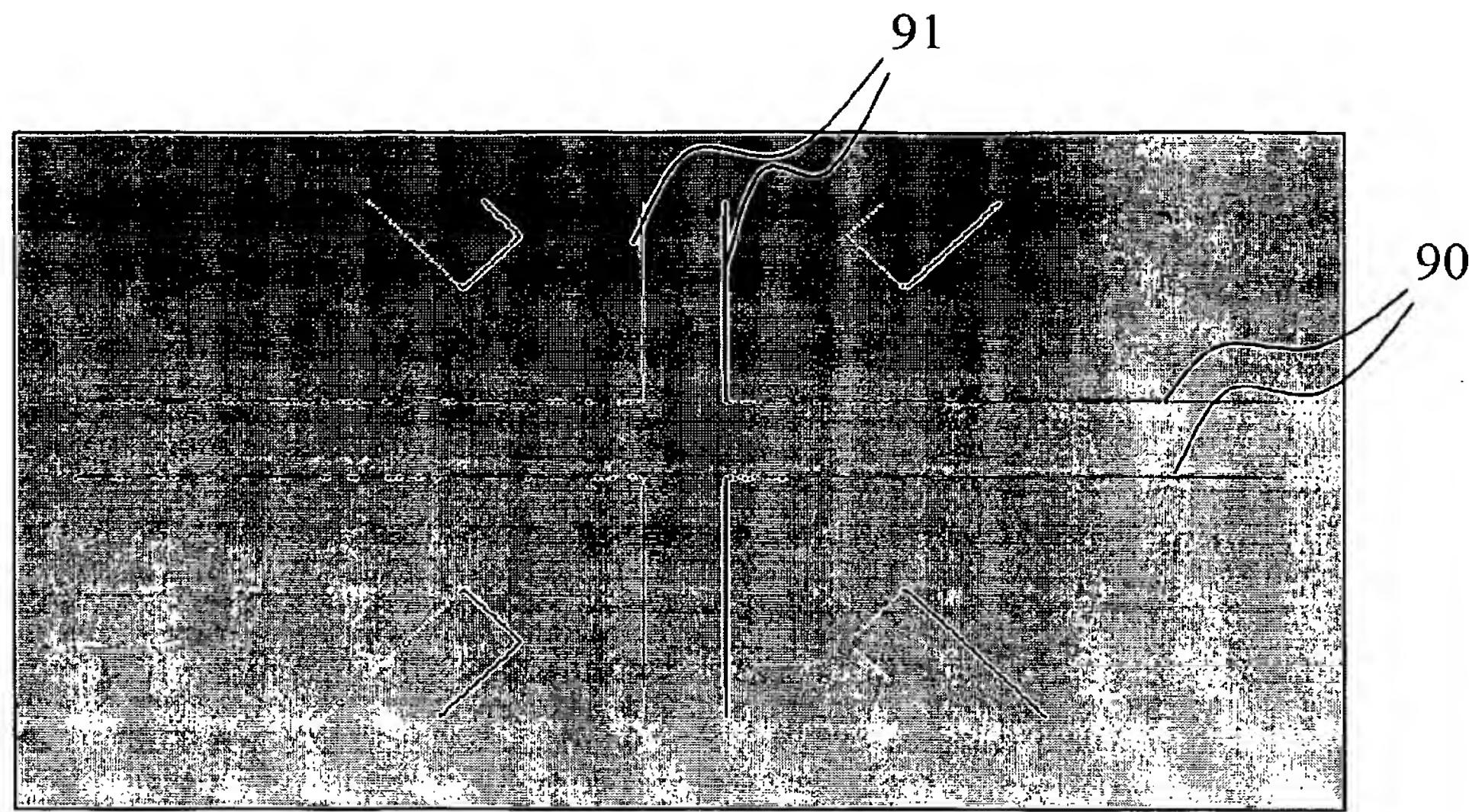
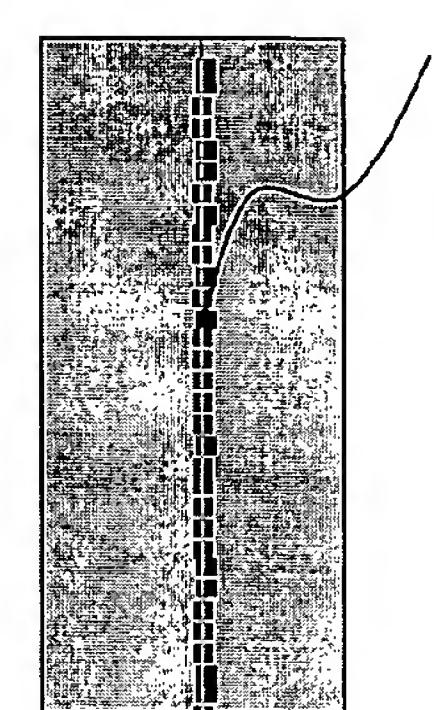
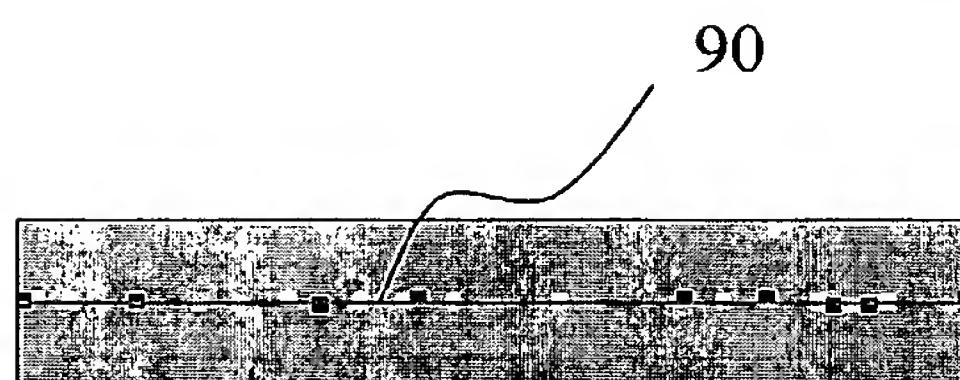
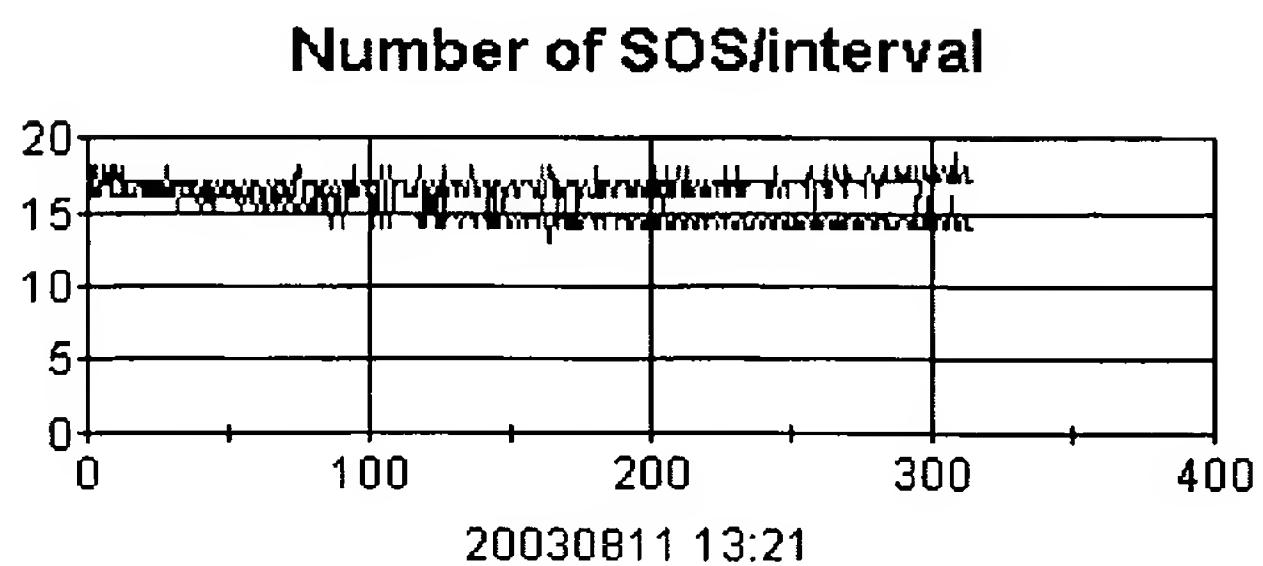
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**Fig. 5****Fig. 6**

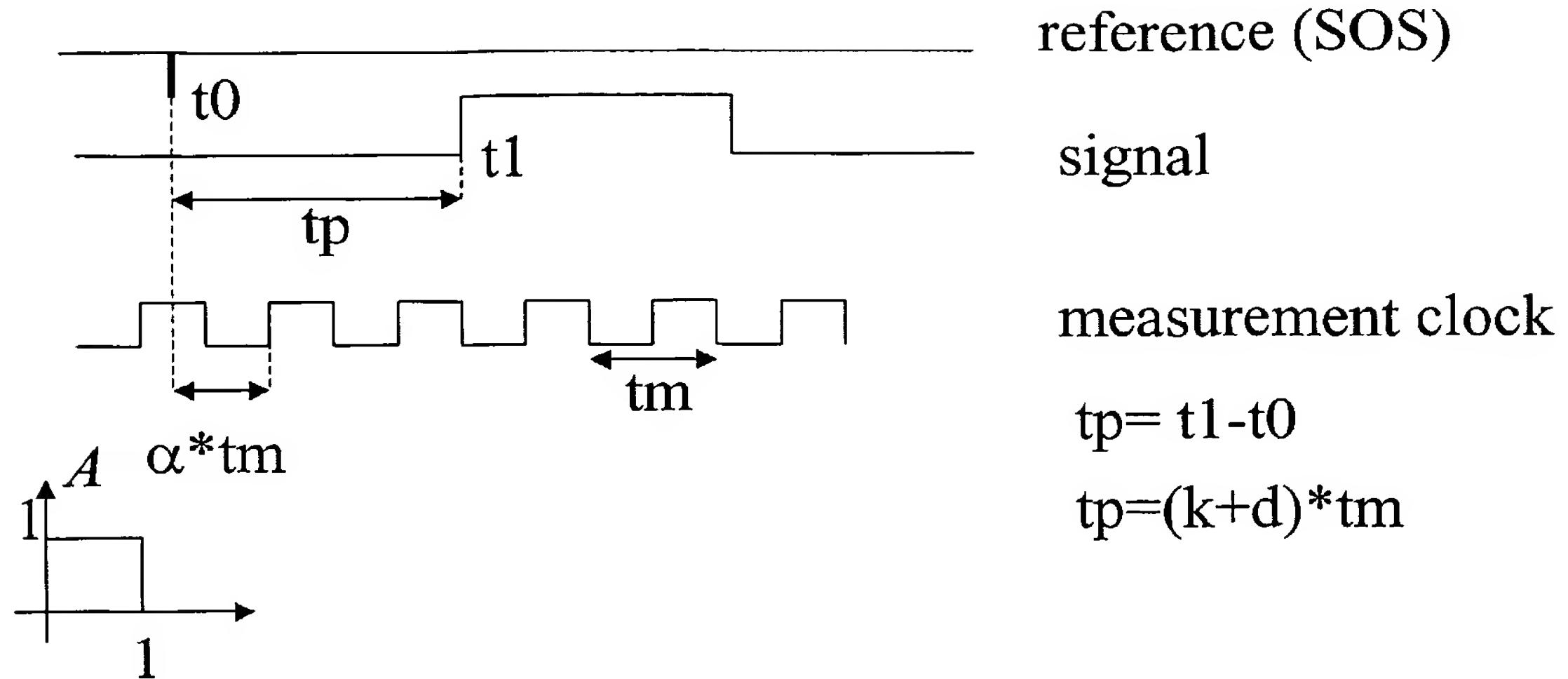
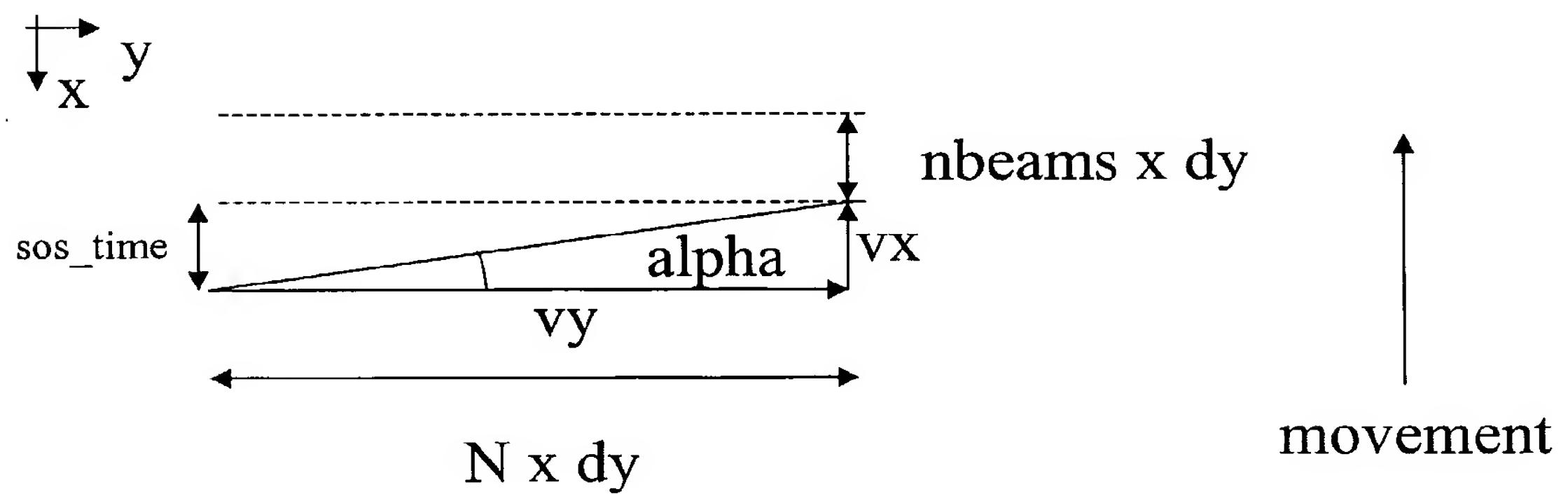
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**Fig. 7****Fig. 8**

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**Fig. 9****Fig. 10a****Fig. 10b****Fig. 11**

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**Fig. 12**

$$vx = nbeams \times dy / sos_time \text{ [um/usec]}$$

$$vy = dy / pixel_clock_time \text{ [um/usec]}$$

$$sos_time = N \times pixel_clock_time \text{ [usec]}$$

Fig. 13